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THE INVENTION CLAIMED IS:

1. A system for controlling and displaying each player's progress in an auxiliary incentive game played simultaneously with a primary card game directed by a dealer and played on a gaming table, the auxiliary game involving
5 each player receiving bonus points during the course of playing the primary game and each player receiving a prize awarded after accumulating a predetermined number of bonus points, said system comprising:

10 a prize display attached to the table and including an indication of at least one prize available to each player who accumulates the predetermined number of bonus points, the prize display including at least one light emitting element associated with each indication;

15 a player interface unit associated with each player of the primary game and positioned on the table adjacent to the player of the primary game, each player interface unit including a display element to display the number of bonus points received by the associated player; and

20 a controller connected to the prize display and the player interface unit and operative to control the player interface unit to display the number of bonus points received by each player, and to control the light emitting elements associated with the indications on the prize
25 display to indicate the prize received by each player.

2. A system as defined in claim 1 further comprising:

5 a dealer interface unit associated with the dealer of the primary game and positioned on the table adjacent to the dealer, the dealer interface unit including dealer control elements for signaling the controller to display bonus points at each player interface unit.

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3. A system as defined in claim 2 wherein:
the player interface unit further comprises a
player control element manipulated by the associated player
to select the prize.

4. A system as defined in claim 3 wherein:
the dealer control elements of the dealer
interface unit also signal the controller to activate the
player control element at the player interface unit
associated with the player who has accumulated the
predetermined number of bonus points; and

the player control element used by the player to
select the prize is activated at the player interface unit
by the controller in response to a signal from the dealer
control elements of the dealer interface unit.

5. A system as defined in claim 4 wherein:
the controller further determines when each player
has received the predetermined number of bonus points which
entitles the player to select the prize; and

the player control element used by the player to
select the prize is activated by the controller upon
determining that the player has received the predetermined
number of bonus points and upon signaling from the dealer
control elements.

6. A system as defined in claim 3 wherein:
the prize display includes indications of a
plurality of different prizes available to each player who
accumulates the predetermined number of bonus points; and

the controller randomly selects one of the
plurality of different prizes in response to the
manipulation of the activated player control element of the
player interface unit by the associated player.

7. A system as defined in claim 6 wherein:
the controller includes a random generator;

the controller causes the random generator to select each of the prizes on a random basis; and

5 the manipulation of the player control element by the associated player signals the random generator to select one of the prizes.

8. A system as defined in claim 7 wherein:

the random generator indexes through each of the different prizes on a random basis; and

5 the time instant when the player control element is manipulated is correlated to the one of the prizes which is indexed by the random generator.

9. A system as defined in claim 7 wherein:

the controller establishes different odds for the random generator to select each of the prizes.

10. A system as defined in claim 9 wherein:

each of the different prizes has a different value; and

5 the controller establishes lesser odds for selecting the greater valued prizes.

11. A system as defined in claim 6 wherein:

the prize display includes a separate indication for each of the different prizes; and

5 the controller signals the prize display to light the light emitting element of each indication of each prize immediately prior to the selection of the prize resulting from the associated player manipulating the player control element of the player interface unit.

12. A system as defined in claim 11 wherein:

the controller signals the prize display to light the light emitting element of each prize indication in a predetermined sequence.

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13. A system as defined in claim 12 wherein:
the indications of each prize are positioned on
the prize display in a predetermined pattern capable of
exhibiting a sequence; and

5 the predetermined sequence of lighting the light
emitting elements of each prize indication is correlated to
the predetermined pattern of indications on the prize
display.

14. A system as defined in claim 13 wherein:
the predetermined pattern is a rotational figure;
and

5 the predetermined sequence is a rotational
sequence around the rotational figure pattern of
indications.

15. A system as defined in claim 12 further including:
a speaker connected to the controller; and
wherein:

5 the controller further includes a tone generator
connected to the speaker and operative to produce a
predetermined audible sound from the speaker during lighting
the light emitting elements of each prize indication.

16. A system as defined in claim 2 wherein:

the dealer interface unit includes a display for
displaying game control information to the dealer; and

5 the controller signals the display of the dealer
interface unit to display information prompting the dealer
to manipulate the dealer control elements in accordance with
rules of play of the auxiliary game.

17. A system as defined in claim 1 further including:
a speaker connected to the controller; and
wherein:

5 the controller further includes a tone generator
connected to the speaker and operative to produce a

predetermined audible sound from the speaker during lighting of the light emitting elements of the prize indications prior to selection of the prize.

18. A system as defined in claim 17 wherein:

the controller controls the tone generator to produce an audible sound from the speaker when a bonus point is displayed at each player interface unit.

19. A system for operating an auxiliary incentive game where bonus points are periodically awarded to players while playing a primary card game directed by a dealer, said system comprising:

5 a separate player interface unit associated with each player playing the primary card game, each said player interface unit including a plurality of LEDs which may be selectively lighted to indicate bonus points awarded to the player;

10 a single dealer interface unit selectively operated by the dealer to light the LEDs of selected player interface units to signify awarding of bonus points to the associated player; and

15 a controller connecting each player interface unit to the dealer interface unit, the controller receiving and sending signals to the dealer interface unit and each player interface unit to control lighting of the LEDs in accordance with rules of the auxiliary game, the controller further including a random generator for selecting a prize awarded
20 to each player who accumulates a predetermined number of bonus points.

20. A system as defined in claim 19 further comprising:

5 a prize display having indications of a plurality of prizes available to each player who accumulates the predetermined number of bonus points, lights associated with

each prize indication, and a speaker for producing audible tones when a prize is awarded; and wherein:

the controller is connected to the prize display to control the lighting of each prize indication light in a predetermined sequence and to control the audible tones produced while the prize indications are lighted in sequence.

21. A method of controlling and displaying each player's progress in playing an auxiliary incentive game simultaneously with playing a primary card game directed by a dealer and played on a gaming table, the auxiliary game involving each player receiving bonus points during the course of playing the primary game and each player receiving a prize awarded after accumulating a predetermined number of bonus points, said method comprising the steps of:

attaching a prize display to the table;
indicating on the prize display a plurality of different prizes available to each player who accumulates the predetermined number of bonus points;

selectively lighting the indication of each prize on the prize display;

positioning a player interface unit on the table in a location associated with each player of the primary game;

including a player prize selection element on the player interface unit;

displaying on each player interface unit the number of bonus points received by the associated player;

positioning a dealer interface unit on the table in a location associated with the dealer;

including dealer control elements on the dealer interface unit;

activating the player prize selection element on the player interface unit by the dealer manipulating the dealer control elements of the dealer interface unit;

selecting one of the randomly indexed prizes by

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